



HAVOC P2E BILLIARD PLATFORM

28 September 2024

I. Introduction

Havoc Billiards launched in 2020 as a unique tournament platform that had never been tried. It was discovered rather quickly that it fell into the same trap that every other promoter of the game falls into—a pay-to-play environment where overhead is difficult to justify and scaling is almost impossible without the player footing the bill for all of it.

So we shut it down.

We went back to the drawing board and elected to move the platform to blockchain. Utilization of digital assets rather than fiat currencies allows for global scaling, resolving one of the problems.

The next piece was to design Havoc in such a manner that outside sources of revenue could be infused into the sport, taking pressure off the participants to provide all of the liquidity necessary for survival.

Enter LabNinety1.

The development of this platform started in 2021 with the designing and building of the foundation first, which included the protocols designed to fairly launch and distribute \$FLD. Launched successfully in June 2023, \$FLD has provided the bedrock upon which protocols and platforms such as Havoc P2E can be created and implemented.

Several pieces of the LabNinety1 ecosystem have already been engaged. Genesis 2652 NFTs serve as token “miners” of \$FLD, and some have been acquired by Havoc to generate \$FLD emissions. Liquidity has been added to \$FLD pairs and staked to earn more \$FLD emissions. Level NFTs have been acquired to add stability to Havoc assets. These tools have enabled Havoc to build a treasury from which players will continue to benefit.

Future protocols under development also will be used to fund the ecosystem. Matter Protocol, powered by ThoughtAI, is LabNinety1’s AI technology partner and will be vital to accurately handicapping the sport. Gimbal, a DeFi protocol, will be used to manage Havoc assets.

Furthermore, merchandise sold on the Havoc platform will result in deepening the liquidity within the \$FLD sphere by way of our retail partner, Cryptolids, and their service token, \$HIGHER.

Havoc P2E (Play-to-Earn) is a novel approach to improving the game, and demonstrates first-mover concepts that help to resolve a liquidity crisis that currently can only be remedied using player-funded approaches.

Those that view the economic challenges in the industry as zero-sum outcomes have not been equipped with alternatives that can change the landscape. LabNinety1 intends to provide those alternatives. Creative destruction of the status quo has led us here. Sorely needed market disruption is the goal.

Play the game. Earn \$FLD. Welcome to Havoc P2E.



II. The Problems

The billiard economy has been broken for decades. The nature of the sport has trapped participants in a “pay-to-play” environment. There are but a select few on the planet who have figured out how to benefit financially from their effort in the sport.

Conventional means and methods demand that players pay for everything. The inelastic quality of the products in the industry has stagnated growth and innovation. This stagnation has evolved into acceptance, meaning supply and demand have almost no impact. Players want to play, and the options are limited due to perfect competition, meaning the status quo is viewed as the only option, resulting in limits to production. The player has to pay, and that’s the end of it.

Billiards has fallen into a failing circular economy. Promoters need sponsors, sponsors need consumers, and consumers need events created by the promoters. Because the sponsors are almost all directly involved in the industry, a cannibalistic cycle has been created.

Overhead burn and waste during this cycle impacts the ability to scale, thereby suffocating growth, progress and innovation. For this circular model to succeed, the elimination of waste and overhead burn would have to reach a number close to zero, which is highly unlikely.

Consequently, this leads back to the original problem. The players must provide a bailout to keep the cycle moving. If the players no longer want to subsidize the industry, it will collapse under its own weight. It is ponzi-nomic in nature.

Geographic challenges exist too, due to the game’s lack of scaling potential. Global competition is difficult to justify because of the overhead associated with it. Outside sources of energy are required to make up the shortfall to reconcile the balance sheet.

One common solution has been to define the sport as entertainment such that the players have perceived value in the pay-to-play arena that exists today.

Havoc P2E has created a platform to resolve these issues.



III. Summary of Solutions

Havoc shares the LabNinety1 ethos regarding mass adoption of digital assets as a means to transact. Ease of access and ease of use are at the epicenter of this ethos. Additionally, global connectivity and inclusion are keys to successful adoption.

The Havoc P2E (Play-to-Earn) platform serves as a use case for the suite of tools that LabNinety1 has built with these tenets at the forefront of development.

How does it work?

Play the game. Earn \$FLD. It really is that simple.

Players that establish a profile with Havoc and participate in league and tournament play will earn \$FLD, the LabNinety1 ecosystem's currency, based on engagement, participation, and competition milestones and achievements.

Rewards are based on the disposition of the task or achievement and include more than the \$FLD token. Credentials for tournaments and special events are part of the Havoc P2E program, as are merchandise discounts.

This first mover P2E platform is truly unique. For the first time in the sport, player rewards do not come from the players themselves, but rather from an outside source.

What makes this possible?

NFTs that serve as token miners, liquidity pairs dedicated to the staking contract, and Level NFTs have been acquired by Havoc Billiards since the launch of the LabNinety1 protocols in June 2023. These assets have been earning \$FLD emissions since acquisition and will continue to do so for the next quarter century.

Due to the nature of \$FLD emissions and the assets that qualify for those emissions, combined with LabNinety1's staking contract, Havoc has built a Treasury that will serve to fuel the rewards for Havoc P2E.

Regardless of participation levels, this rewards program has a runway of 25 years. It's been developed in such a manner that the cumulative outflow to the players will always be more than the inflow.

This includes league play, tournament play, and special events. The value added by the Havoc P2E platform provides participants the opportunity to *earn* while they play, rather than the conventional "pay-to-play" models that exist today.

The structure and concepts are set forth throughout this document.



IV. Competition and Participation Structure

A. Leagues

League play is one of the most popular participation conduits in the game. Amateur play has been primarily marketed as “entertainment-based.” The vast majority of leagues are established as Team participation.

Havoc P2E will incorporate both Team and Singles opportunities.

I. Singles

An interest list has been created for those who wish to participate in Havoc’s Pilot Singles League, called RIVALYS.

For rules, scoring, payouts, and all other information, please use the link on www.HavocBilliards.com.

Once the pilot has been filled and play commences, Havoc will open this opportunity globally.

2. Teams

The Havoc Billiards pilot league featured four teams competing in weekly matches for 12 weeks. The league dues, payable in \$FLD, were \$900 per team, totaling \$3,600.

Havoc guaranteed 120% payouts at the end of the league session. At the end of the session, the total payouts were nearly \$5,000 USD, paid in \$FLD, that included payouts for league participation, plus a session end tournament for those that participated.

The league has retained 100% of the teams, and has added additional teams for the next session. Furthermore, the retention of players is over 95%.

For information regarding league rules, match format, handicapping, and joining a league, please go to www.HavocBilliards.com and use the link.

Team leagues are open for enrollment globally. League Operators must be vetted and approved by Havoc.

B. Events and Tournaments

Tournaments and Events on the Havoc P2E Platform are categorized as follows:

Monthly
Seasonally
Annually
Special Events

The disposition of these events will vary and include the following disciplines:

Straight Pool (14.1)
Ten Ball
One Pocket
Nine Ball
Eight Ball

There may be events where more than one game is played, or even all games played.

Some of the events will require \$FLD as the entry fee, but others may be specifically token-gated by other means.

As stated previously, the Havoc Treasury has a reserve dedicated to Events. Added rewards, in the form of \$FLD, for each event will be taken from this “basket” to increase tournament purses. In fact, there may be events where 100% of the tournament purse comes from this “basket.” In other words, events that are of no cost to the player to enter will occur.

Entry into these unique events requires credentials earned on the Havoc P2E Platform. These credentials are earned based on the category of their participation. For example, Eight Ball league play would result in earning Eight Ball credentials, while Ten Ball matches would result in earning Ten Ball credentials.



Straight Pool (14.1)



Ten Ball



One Pocket



Nine Ball



Eight Ball

Listed above are the disciplines included in the Havoc P2E Platform, along with their corresponding tokens/credentials. There will be opportunities to earn these tokens that will give the Player access to Events.

These tokens are in the form of NFTs (Non-Fungible Tokens) with a specific purpose-to unlock token-gated access.

Example:

Mary has been playing in tournaments and leagues on the Havoc P2E platform. Her favorite game is Nine Ball, and she notices a big event on the horizon.

Knowing she needs \$N tokens to enter, she chooses Nine Ball in as many league matches as she can and plays in smaller Nine Ball events too, knowing that every time she participates in Nine Ball related activities on the Platform, she is earning \$N tokens.

Mary earns the requisite number of \$N tokens, and uses them to enter the Nine Ball event.

To enroll in an event, players must have the requisite amount of tokens in their wallet. If their balance is insufficient, they may choose to buy the shortfall using \$FLD, \$AVAX, or USD, or trade with other players directly or in our future Marketplace. All tokens on the Havoc P2E are transferable.



V. HAVOC Play-to-Earn ("P2E") concepts

Havoc P2E will commence with over 600 distinct ways to earn \$FLD (among other rewards) either through engagement, participation, competition, or all of the above.

At the end of each Epoch that governs them, those that qualified in each Category will be able to claim \$FLD and/ or other rewards which are sent to their account. Claims by the Player are done so by connecting their wallet and approving the process on-chain.

There are two categories: Revolving Achievements and Individual Perpetual Achievements.

A. Revolving Achievements

Revolving Achievements include Daily, Weekly, Monthly, and Annual Tasks as detailed below:

Daily	
Social	Log into your Havoc account
	Tag Havoc on Facebook
	Tag Havoc on X
	Tag Havoc on IG
Weekly	
Social	Log into your Havoc account 3 times on separate days
	Tag Havoc on Facebook 3 times on separate days
	Tag Havoc on X 3 times on separate days
	Tag Havoc on IG 3 times on separate days
Participation	Play a league match
	Play an 8-ball match
	Play a 9-ball match
	Play a 10-ball match
Referrals	Refer one player to Havoc
Competitive Milestones	Win a league match
	Win an 8-ball match
	Win a 9-ball match
	Win a 10-ball match

Monthly

Social

- Log into your Havoc account 5 times on separate days
- Tag Havoc on Facebook 5 times on separate days
- Tag Havoc on X 5 times on separate days
- Tag Havoc on IG 5 times on separate days

Participation

- Play 3 league matches
- Play 1 tournament match
- Play 3 8-ball matches
- Play 3 9-ball matches
- Play 3 10-ball matches

Referrals

- Refer 3 players to Havoc

Competitive Milestones

- Win 3 league matches
- Earn payout in a tournament (finish "in the money")
- Win 1 tournament
- Win 3 8-ball matches
- Win 3 9-ball matches
- Win 3 10-ball matches

Annually

Social

- Log into your Havoc account 40 times on separate days
- Tag Havoc on Facebook 40 times on separate days
- Tag Havoc on X 40 times on separate days
- Tag Havoc on IG 40 times on separate days

Participation

- Play 30 league matches
- Play 8 tournament matches
- Play 30 8-ball matches
- Play 30 9-ball matches
- Play 30 10-ball matches

Referrals

- Refer 20 players to Havoc

Competitive Milestones

- Win 30 league matches
- Earn payout in a tournament (finish "in the money") 8 times
- Win 6 tournaments
- Win 30 8-ball matches
- Win 30 9-ball matches
- Win 30 10-ball matches

Example:

John is playing in the Havoc League. Last week, he played an Eight Ball match and a Ten Ball match. John lost his Eight Ball match but won his Ten Ball match. He also tagged Havoc on Facebook and X 3 times.

His Rewards for that week would be as follows:

Daily:

Tag Havoc on Facebook (X3)

Tag Havoc on X (X3)

These Rewards are claimable Daily.

Weekly:

Tag Havoc on Facebook 3 times on separate days (X1)

Tag Havoc on X 3 times on separate days (X1)

Play at least one league match (X1)

Play an Eight Ball match (X1)

Play a Ten Ball Match (X1)

Win a Ten Ball match (X1)

These Rewards are claimable Weekly.

So, by playing two matches in a week, John is entitled to claim his share from each “basket” totaling 12 separate claims. He has earned \$FLD for engagement on Socials, participation in Eight Ball and Ten Ball, and a competitive achievement for winning a match.

B. Individual Perpetual Achievements

Individual Perpetual Achievements also earn \$FLD and other rewards. These include tasks and goals such as:

Playing a league match

Winning a tournament match

Winning a Ten Ball league match

Beating a player with a higher handicap

Shutting out an opponent

Running a Nine Ball rack

...and more

Havoc P2E will launch with more than 500 perpetual Reward possibilities spread across 32 categories.

Keep in mind that just because a player broke and ran an Eight Ball rack and got claimable \$FLD Rewards, that doesn't mean it's over. Rewards for the third, tenth, and hundredth will be claimable.

It never ends. Hence the name, perpetual.

C. Rewards Disposition and Distribution

I. Treasury

The Havoc Treasury was created in 2023. This consists of LabNinety1 assets that earn \$FLD. These assets include Genesis 2652 NFTs that serve as token “miners,” Liquidity Pairs (LPs), that are staked on the LabNinety1 platform to earn \$FLD, Level Protocol NFTs, and \$FLD.

The emissions accumulated by the Havoc wallet are used to fund the Havoc P2E Rewards program.

Future development by LabNinety1 will include the release of Gimbal Protocol, a DeFi platform powered by Matter Protocol and ThoughtAI technology. Once live, this protocol will be responsible for management of the Havoc Treasury to ensure optimum performance, maximizing rewards for the P2E platform.

By design, the Treasury will be collecting emissions from the LabNinety1 staking contract, where all Epochs are a cumulative 26+ years. That said, this Rewards program has a runway of a quarter century and will not run out of funding over this time period due to the make-up of the rewards structure.

A percentage, not a fixed amount of the total Treasury, is available to distribute Rewards to the Players. The P2E contracts implement real time adjustment and re-balancing to each Reward “basket” to ensure that the total of available Rewards is always that fixed percentage.

On days where the balance is higher, more rewards are available. On days when a lot of distribution has gone out, or a big event was just paid out, the Rewards may be lower.

The allocation of the Havoc Treasury is as follows, but may be adjusted at any time dependent upon the best use of Havoc assets at any particular time:

Revolving Achievements	15%
Individual Perpetual Achievements	15%
Events	40%
Other	10%
Reserves	20%
Total	100%

2. Rewards Boost

Havoc P2E is designed in such a way that the Factor and Weight can be adjusted for Rewards.

There may be times where it is prudent to do just that to incentivize participation in a specific area.

For example, a new league is forming, and to assist the Operator, we might boost the Rewards for Referral of new players to help fill the league.
















Or, suppose there is a big One Pocket Event on the calendar, and to maximize participation, \$O token Rewards might be boosted to give players the best chance to acquire enough tokens to participate without the need to buy more from the Marketplace.

D. Player Experience

Experience Points ("XP") are tracked based on player participation. The more XPs a player accumulates, the higher their Experience Modifier will rise.

There are 15 XP Levels. As players reach particular thresholds within the Protocol, their XP Level will automatically adjust to the next highest Level.
















The Level represents a Percentage Modifier relative to the total of Rewards available in the Reward Pool. They are as follows:

<u>XP Level</u>	<u>Rewards Boost</u>	<u>XP Threshold</u>
 1	0.24%	10
 2	0.36%	15
 3	0.56%	24
 4	0.86%	37
 5	1.33%	56
 6	2.05%	87
 7	3.15%	134
 8	4.86%	206
 9	7.48%	317
 10	11.53%	488
 11	17.76%	752
 12	27.36%	1159
 13	42.14%	1786
 14	64.92%	2751
 15	100.00%	4237

XPs are accumulated by the player for Participation. Results (win/loss) are not a factor. In other words, simply through effort regardless of skill level, each player has equal opportunity to boost their Rewards on the Havoc P2E Platform.

Example:

Player A participates in a tournament match, and suppose the XPs earned for that match has a base reward of 10 \$FLD. Below is the Net Reward the Player would receive at each XP Level:

<u>XP Level</u>	<u>Reward (\$FLD)</u>
New Player	10
	10.02
	10.04
	10.06
	10.09
	10.13
	10.20
	10.32
	10.49
	10.75
	11.15
	11.78
	12.74
	14.21
	16.49
	20.00

The following participation categories are eligible to receive XPs:










<u>Participation Category</u>	<u>XPs Received</u>
Play a Team League Session	10
Play a Singles League Session	10
Play a Singles Tournament	6
Play a Team Tournament	6
Play a match (any game type)	3
Pay League Dues using \$FLD or \$AVAX	10
Enter a Tournament using \$FLD or \$AVAX	10
Earn 50 \$S, \$T, \$O, \$N, or \$E Tokens	50
Perfect Attendance for a League Session	50
Special XP Promotions	Variable

All XP Categories are perpetual, meaning that once they are completed/claimed, the Category resets for the player to be earned again.

The participation categories may be modified at any time, and the values for each participation category are subject to change based on the best practices for the platform.

E. VIP Badges

If a player chooses, they may elect to boost their Rewards by purchasing a VIP badge. There are nine VIP Tiers, and the Rewards Boost is as follows:

VIP Tier	Rewards Boost	Cost (USD) payable in \$FLD \$AVAX or USD
	5.00%	\$5.00
	7.27%	\$7.27
	10.57%	\$10.57
	15.38%	\$15.38
	22.36%	\$22.36
	32.52%	\$32.52
	47.29%	\$47.29
	68.77%	\$68.77
	100.00%	\$100.00

This Rewards boost is valid for one year from the date of purchase and must be renewed in the event the player wishes to continue receiving the Rewards Boost.

VIP Badges are not required to participate in Havoc P2E. It is simply an option for players that see value in increased Rewards.

Proceeds from VIP Badges will be used to recover the costs of building the Havoc P2E Platform. Once fully recovered, proceeds will be used to purchase LabNinety1 assets to bolster the Treasury to increase the accumulation of \$FLD, thus resulting in increased rewards for the players.



VI. Havoc Power Index (HPI)

The Havoc Power Index, or HPI, is the proprietary handicapping system that Havoc Billiards will use for its platform. It has been designed in such a way that parameters for consideration can be infinitely added, modified, or contracted, based on the data analysis performed by our AI Models.

Priority, less emphasis, or even indifference can be applied to particular parameters based on the continuous findings and knowledge obtained by the protocol.

In other words, data agents learn over time as new data sets are discovered and explored, thus generating a level of accuracy never before seen in the sport.

Constrained and unconstrained variables will be considered and analyzed by the protocol to determine the most accurate handicap for every player.

A. Data Collection

All data collected from league and tournament play is used to build the Havoc Power Index (HPI). HPI determines player handicaps for league play and tournament play. It is adjusted in real time as results are entered.

Additionally, publicly available information will be scraped from data lakes and landscapes to provide further training for data agents, thus resulting in depth of knowledge that can be used to reconcile, justify, prioritize, or even disqualify particular parameters used to determine player handicaps.

B. AI models for analysis

Data collected is used by our AI partner, ThoughtAI. This data is processed using nuances in their fabric layer to train our handicapping such that our parameters, priority, and weight of all results is constantly changing to present the most accurate results. It is always learning and growing, thereby delivering accuracy never before seen in the sport.

Future plans for this technology include video analysis in addition to entered results.

The patented technology developed by ThoughtAI is agent based, which is far more advanced than conventional generative AI protocols.

C. Handicapping

Player handicaps will update in real time as Matter Protocol, powered by ThoughtAI technology, receives updates from the fabric layer.

Currently there are 5 Handicap Levels, but as the data becomes more plentiful, the parameters will expand and the HPI will become more broad. As the level of detail becomes more clear, resulting in continuous “fragmentation” of handicap levels, the number of handicap levels will increase. Over time, this will ensure fair and reliable player handicaps.



VII. Secondary Market

There are multiple tangible rewards available for players to earn via the Havoc P2E platform.

These include:

\$FLD

\$S, \$T, \$O, \$N, and \$E tokens

Merchandise discounts

Once claimed, these assets belong to the players. They are all transferable, meaning player-to-player transactions are permitted.

This means that a player has the opportunity to maximize their rewards as they see fit.

Example:

Steven has played multiple tournaments, leagues, and specials events, and has amassed \$FLD as well as an array of “S.T.O.N.E” tokens. However, he does not play One Pocket and has 35 \$O tokens in his account.

Jim is an avid One Pocket player, and needs 75 \$O tokens to play in an upcoming One Pocket event, but only has 40 \$O tokens in his account.

Steven may elect to transfer his \$O tokens to Jim at a price agreed upon by both parties. Jim now has the requisite tokens for the event, and Stephen has monetized his efforts through participation.

Future plans for the Havoc P2E platform include a marketplace where all assets earned on the platform may be listed by the players for sale or trade.



VIII. Merchandise

Cryptolids is LabNinety1's and Havoc's global merchandising partner that has vertically integrated design, web development, manufacturing, fulfillment, and logistics for all retail needs.

Furthermore, they have their own "service" token, \$HIGHER, which is designed to infuse web3 liquidity via web2 and retail sales.

With every Havoc product purchase, a portion of Cryptolids profits will be used to purchase equal parts of \$FLD and \$HIGHER, pair them, and stake them in the Liquidity Pool.

Additionally, Havoc will do the same. A portion of sales will be added to the Treasury in the form of the \$FLD/\$HIGHER LP, staked through the LabNinety1 dAPP, to accumulate more \$FLD for Havoc P2E Rewards.

Both actions serve to harden liquidity within the LabNinety1 ecosystem, ensuring strength, reliability and longevity for \$FLD as a viable currency.



IX. Unique Market Advantages and Competitors

LabNinety1's tokenomic structure and emissions disposition, combined with its staking contract, allows Havoc P2E to deliver tangible rewards to players for participation in the sport.

This has never been done, as the rewards distributed to the players do not come from the players. Simply put, Havoc P2E is a value proposition that cannot be achieved through conventional means and methods.

LabNinety1 will share its technology to all leagues, tournament circuits, venues and promoters of the sport if they wish to participate. Either by using our P2E platform or building their own using \$FLD as the conduit, all are invited to be included if they see value added for their players or their enterprise.

In fact, this P2E platform serves as a use case for competitive sports, and can be used for any of them. Darts, bowling, golf, skilled games, online competition, and more could benefit from this model.



X. Closing Remarks

Paradigm shifts are rare. This is especially true where the status quo had been accepted and remained unchallenged. Acquiescence dominates, resulting in an industry wide dormancy.

For innovators, however, the vacuum created is a breeding ground. Although traction may take time simply because inaction is the path of least resistance, good ideas that bring positive results are ultimately noticed.

The value added propositions and features of Havoc P2E represent a new way of looking at the same tired set of problems. The open minded will dig deeper, and the myopic will lag behind.

Novel framework and a solid foundation set the stage for change, but it requires those interested to be receptive. Havoc P2E is entirely unique in that it does not play by the same rules that have everyone in the industry squarely trapped.

Havoc P2E does not share a lowest common denominator with its counterparts.

No one in the industry can do what is being done with this platform unless they are willing to accept new axioms. The Mayans used a base-20 numeral system. Global convention is Base-10. Global participation in the sport uses \$USD or other fiat options. Havoc P2E uses \$FLD.

Simply put, LabNinety1 is built differently.

In 2021, we published an article about the state of billiards. Excerpt below:

Pool is broken. But only for the moment. Creative destruction of conventional ideals and methods incoming...

After a couple of years, Havoc P2E has achieved the end game we referenced.

Play the game. Earn \$FLD. Simple.

CREATIVE
DESTRUCTION

